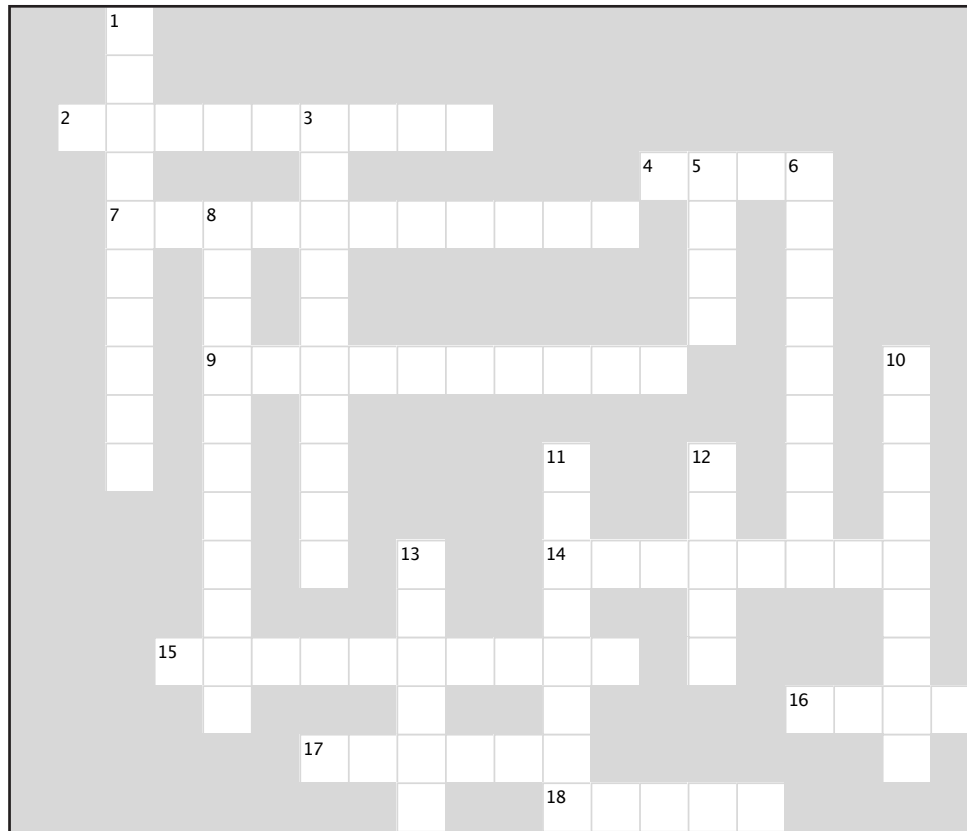




Let's give your right brain something to do.

It's your standard crossword; all of the solution words are from this chapter.



Across

2. Grilled cheese with bacon
4. Duck demo was located where
7. _____ what varies
9. Most patterns follow from OO _____
14. Pattern that fixed the simulator
15. Patterns give us a shared _____
16. Design patterns _____
17. Development constant
18. Patterns _____ in many applications

Down

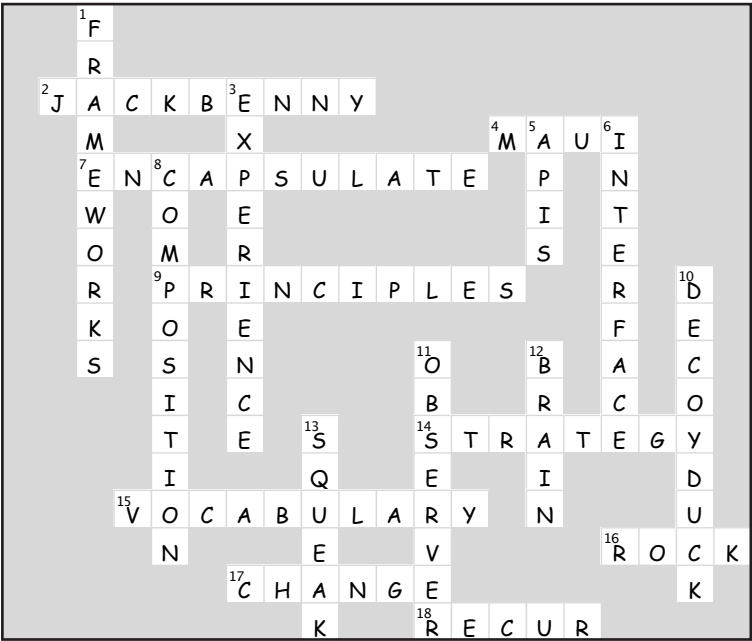
1. High level libraries
3. Learn from the other guy's _____
5. Java IO, Networking, Sound
6. Program to this, not an implementation
8. Favor over inheritance
10. Duck that can't quack
11. Rick was thrilled with this pattern
12. Patterns go into your _____
13. Rubberducks make a _____

Solutions



Which of the following are disadvantages of using subclassing to provide specific Duck behavior? (Choose all that apply.)

- ☒ A. Code is duplicated across subclasses.
- ☒ B. Runtime behavior changes are difficult.
- ☐ C. We can't make duck's dance.
- ☒ C. Hard to gain knowledge of all duck behaviors.
- ☐ D. Ducks can't fly and quack at the same time.
- ☒ E. Changes can unintentionally affect other ducks.



What are some factors that drive change in your applications? You might have a very different list, but here's a few of ours. Look familiar?

My customers or users decide they want something else, or they want new functionality.
My company decided it is going with another database vendor and it is also purchasing its data from another supplier that uses a different data format. Argh!
Well, technology changes and we've got to update our code to make use of protocols.
We've learned enough building our system that we'd like to go back and do things a little better.